within the embedded processor, converted to JPEG compliant data. It would be highly desirable, in such a case, to have disabled the oddification. Further, in such a case, the quantization tables being JPEG compliant, no rescaling would be required. Such an application is particularly likely in view of the current proliferation of chips having both encoders and decoders which are MPEG compliant, as distinguished from chips having both JPEG and MPEG compliant capabilities; requiring more chip space and unavoidable additional cost.

Furthermore, the MPEG motion compensation and P-frame predictive capability may allow additional desirable compression, especially for large images with substantial redundancy allowing limitation of resolution loss. That is, if the distortion is too great, a macroblock can always be encoded independently within a portion of the image using the MPEG I-frame method. By the same token, if the browsing is stopped on an image, the correct JPEG image data can be derived from conventional JPEG software techniques and substituted for the MPEG-decoded image data for display or even in memory before or after a browsed image or portion thereof is viewed. For example, data could be substituted in memory before or after display for respective tiles of a map which may be later recalled in a desired combination for zooming or panning simulation display (e.g. in a video game) whether or not browsing is stopped on an image.

When the JPEG compressed high resolution image has many more pixels than can be shown at once on the output device, browsing within the image (ie. panning, scrolling and combinations resulting in